

Categories

- Subcategories

Any%

- No Manip, No Duping
- RNG Manip, No Duping
- Unrestricted
- No THTD, No Duping

NG+

- Japanese
- English

100%

World Tournament

Other notes:

- Some of the category names could be changed to “cleaner” ones, such as: “no manip/no duping” being called “Legacy” or whatever you prefer. As well as just “Any% (No THTD)” instead of that huge name (no card duplication is in its rules, it won’t cause any confusion).
- For now, that’s it?

"Any%" rules

Timing starts when the player hits "New Game", and ends after the "You Win" screen fades away when you beat Nitemare. All runs require video proof.

Emulator Rules:

- Savestates cannot be used at any time: during runs or resetting for decks (either soft reset or return from campaign).
- For RNG Manipulations ruins, the run video must include the initial boot screen.

Any% "No Manip, No Duping" rules

These are strictly forbidden during the run:

- Trading / 2P Duel (hence, card duplication)
- Pocketstation
- Opening the disc tray
- Using RNG Manipulation for a starter deck or duels

Any% "No Card Duplication" rules

These are strictly forbidden during the run:

- Trade / 2P Duel (hence, card duplication)
- Pocketstation
- Opening the disc tray

Any% "Unrestricted" rules

- Emulators are not allowed on card duplication runs, due to the difference in the memory card file copy system and Pocketstation
- Opening the disc tray during the run is not allowed
- Timing starts when you create the first game file used in the run, and does not stop as the player creates other files, copies them, or uses the 2-Player functions
- The only game files that are allowed are the ones created within the own run
- IR Spoofing is banned (for Pocketstation)
- Using the #721 Dark Magic Ritual & #722 Magician of Black Chaos cards is not allowed

Any% "No THTD, No Duping" rules

These are strictly forbidden during the run:

- Trade / 2P Duel (hence, card duplication)
- Pocketstation
- Opening the disc tray
- You're not allowed to place the card #613 Twin-Headed Thunder Dragon on the field during duels, either by fusing or the actual card. It's OK if you get the card from an opponent drop, just don't use it.

"NG+" rules

Beat Campaign from an already completed game file, with whatever deck you choose to build.

Timing starts when the player hits "Campaign", and ends after the "You Win" screen fades away when you beat Nitemare.

All runs require video proof.

On emulator runs, savestates cannot be used at any time: during runs or resetting for decks (either soft reset or return from campaign).

NG+ "Japanese" rules

On the Japanese version, you're allowed to use any cards in your deck, except #721 Dark Magic Ritual & #722 Magician of Black Chaos.

NG+ "English" rules

On the English/PAL versions, you're not allowed to use cards in your deck that, simultaneously:

- Don't drop from opponents, and
- Cost 999,999 starchips or are not redeemable through the password function.

As a reference, the cards with more than 2500 atk allowed are: Meteor B. Dragon, Blue-Eyes White Dragon, Metalzoa, Twin-Headed Thunder Dragon, Skull Knight, Zoa, Sanga of the Thunder.

"World Tournament" rules

Timing starts when the player hits "New Game", and ends after the "You Win" screen fades away when you beat Kaiba.

ALL "No Card Duplication" rules apply here.